

**FOREST GNOME**  
**NYX DAERGEL**

Strength	-1	Level	2
Dexterity	+3	Initiative	13
Constitution	+1	Speed	30ft
Intelligence	+2	Hit Points	11
Wisdom	+2	Hit Dice	1d10
Charisma	+0	Armor Class	15
Proficiency	+2	Perception	12

Nyx Daergel was outcast by her fellow gnomes and now protects the forests.

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**CAPABILITY**  
**DARKVISION**

A creature with darkvision can see in the dark within a specific radius

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**SKILL**  
**ATHLETICS**

Strength X

Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming.  
Check: 1d20 + Strength

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**SKILL**  
**ACROBATICS**

Dexterity X

Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation.  
Check: 1d20 + Dexterity

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**SKILL**  
**SLEIGHT OF HAND**

Dexterity X

Sleight of Hand.  
Check: 1d20 + Dexterity

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**SKILL**  
**STEALTH**

Dexterity X

Stealth.  
Check: 1d20 + Dexterity

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**SKILL**  
**CONSTITUTION**

Constitution X

Constitution measures health, stamina, and vital force.  
Check: 1d20 + Constitution

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**SKILL**  
**ARCANA**

Intelligence X

Measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.  
Check: 1d20 + Intelligence

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**SKILL**  
**HISTORY**

Intelligence X

History.  
Check: 1d20 + Intelligence

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## SKILL ATHLETICS

Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

## CAPABILITY DARKVISION

A creature with darkvision can see in the dark within a specific radius. The creature can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The creature can't discern color in darkness, only shades of gray.

Disadvantage in dark

## FOREST GNOME NYX DAERGEL

Level: 2  
Race: Gnome  
Class: Ranger  
Subclass: Beast Master  
Background: Outlander  
Gender: Female  
Alignment: Chaotic Good

## SKILL STEALTH

Make a Stealth check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

When you try to hide, make a Stealth check. Until you are discovered or you stop hiding, that check's total is contested by the Perception check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you, and if you make noise, you give away your position. An invisible creature can't be seen, so it can always try to hide. Signs of its passage might still be noticed, however, and it still has to stay quiet.

Passive Perception. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Stealth check with that creature's passive Perception score as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

## SKILL SLEIGHT OF HAND

Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The DM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

## SKILL ACROBATICS

Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The DM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

## SKILL HISTORY

Your Intelligence (History) check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

## SKILL ARCANA

Your Intelligence (Arcana) check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

## SKILL CONSTITUTION

Constitution measures health, stamina, and vital force. Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

**SKILL**  
**INVESTIGATION**

Intelligence  
X

Investigation.  
Check: 1d20 + Intelligence

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**PASSIVE SKILL**  
**PASSIVE INVESTIGATION**

Your Passive Intelligence (Investigation) is used to determine your Investigation without a roll.

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**SKILL**  
**NATURE**

Intelligence  
X

Nature.  
Check: 1d20 + Intelligence

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**SKILL**  
**RELIGION**

Intelligence  
X

Religion.  
Check: 1d20 + Intelligence

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**SKILL**  
**ANIMAL HANDLING**

Wisdom  
X

Animal Handling.  
Check: 1d20 + Wisdom

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**SKILL**  
**INSIGHT**

Wisdom  
X

Insight.  
Check: 1d20 + Wisdom

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**SKILL**  
**MEDICINE**

Wisdom  
X

Medicine.  
Check: 1d20 + Wisdom

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**SKILL**  
**PERCEPTION**

Wisdom  
X

Perception.  
Check: 1d20 + Wisdom

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**PASSIVE SKILL**  
**PASSIVE PERCEPTION**

Your Passive Wisdom (Perception) is used to determine your perception without a roll.

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## SKILL NATURE

Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.



## SKILL INVESTIGATION

When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

## SKILL INSIGHT

Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

## SKILL ANIMAL HANDLING

When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the DM might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.

## SKILL RELIGION

Your Intelligence (Religion) check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.



## SKILL PERCEPTION

Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

## SKILL MEDICINE

A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

## SKILL SURVIVAL

Wisdom

X

Survival.  
Check: 1d20 + Wisdom

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## SKILL DECEPTION

Charisma

X

Deception.  
Check: 1d20 + Charisma

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## SKILL INTIMIDATION

Charisma

X

Intimidation.  
Check: 1d20 + Charisma

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## SKILL PERFORMANCE

Charisma

X

Performance.  
Check: 1d20 + Charisma

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## SKILL PERSUASION

Charisma

X

Persuasion.  
Check: 1d20 + Charisma

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## ACTION ATTACK

Strength

X

Dexterity

X

With this action, you make one melee or ranged attack

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## ACTION CAST A SPELL

Dexterity

X

Cast a spell

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## ACTION DODGE

When you take the Dodge action, you focus entirely on avoiding attacks.

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## ACTION HELP

You can lend your aid to another creature in the completion of a task.

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## SKILL **INTIMIDATION**

When you attempt to influence someone through overt threats, hostile actions, and physical violence, the DM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

## SKILL **DECEPTION**

Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

## SKILL **SURVIVAL**

The DM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

## ACTION **ATTACK**

With this action, you make one melee or ranged attack  
1. Choose a target. Pick a target within your attack's range: a creature, an object, or a location.  
2. Determine modifiers. The DM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties, bonuses, advantage, or disadvantage to your attack roll.  
3. Resolve the attack. You make the attack roll. On a hit, you roll damage, unless the particular attack specifies otherwise.

## SKILL **PERSUASION**

When you attempt to influence someone or a group of people with tact, social graces, or good nature, the DM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

## SKILL **PERFORMANCE**

Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

## ACTION **HELP**

When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

## ACTION **DODGE**

Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

## ACTION **CAST A SPELL**

Spellcasters such as wizards and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Most spells have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.

**ACTION**  
**HIDE**

Dexterity

X

When you take the Hide action, you make a Stealth check in an attempt to hide.

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**ACTION**  
**READY**

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn so that you can act later in the round using your reaction.

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**ACTION**  
**SEARCH**

Intelligence

X

Wisdom

X

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Perception check or an Investigation check.

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**ACTION**  
**USE AN OBJECT**

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action.

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**SPELL**  
**MINOR ILLUSION**

Level  
Cantrip  
Casting Time  
1min  
Duration  
1min

Range  
30ft

You create a sound or an image of an object within range that lasts for the duration.

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**ACTION  
READY**

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include “If the cultist steps on the trapdoor, I’ll pull the lever that opens it,” and “If the goblin steps next to me, I move away.” When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

A spell must have a casting time of 1 action to be readied, and holding onto the spell’s magic until you release it with your reaction requires concentration (explained in chapter 4). For example, if you are concentrating on the web spell and ready magic missile, your web spell ends, and if you take damage before you release magic missile with your reaction, your concentration might be broken.

**ACTION  
HIDE**

If you succeed, you gain certain benefits, as described in the “Unseen Attackers and Targets” section later in this chapter.

**SPELL  
MINOR ILLUSION**

The Illusion ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a Whisper to a scream. It can be your voice, someone else’s voice, a lion’s roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the Duration, or you can make discrete Sounds at different times before the spell ends.

If you create an image of an object - such as a chair, muddy footprints, or a small chest - it must be no larger than a 5-foot cube. The image can’t create sound, light, smell, or any other sensory Effect. Physical interaction with the image reveals it to be an Illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an Illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the Illusion for what it is, the Illusion becomes faint to the creature.

